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SERIAL WORLD



**SERIAL FILMBOOK
SPY
SMASHER**

**ALL NIGHT
SERIAL
IN
MINNEAPOLIS**

**ALLAN LANE
IS
"KING OF THE
MOUNTIES"**

SERIAL WORLD

VOL.2, NO. 14

A Quarterly publication dedicated to the motion picture serial.

Norman H. Kietzer — Publisher

Jeff Walton — Editor

Staff Writers — Jim Stringham —

Eric Hoffman — Greg Jackson Jr.,

Jim Hitt — Charles McCleary

Our thanks to the studios who made the SERIAL what it was:

REPUBLIC — COLUMBIA — UNIVERSAL — MASCOT — INDEPENDENT

CONTRIBUTIONS — We are always looking for interesting material on the serial genre. Articles, photos, etc., are welcome, but please enclose a stamped self addressed envelope for their return.

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BACK ISSUES — See page 24 for complete details.

SERIAL WORLD

DEDICATED
TO THE MOTION
PICTURE ARTISTS
OF THE CHAPTERPLAYS

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SERIAL HOWCASE BY JEFF WALTON EDITOR SERIAL WORLD



We've got to thank 20th Century Fox and their biggest box office hit "STAR WARS" for creating another serial boom. Advertising for the film has been all in a cliffhanger tradition. Recently heard a radio spot for the film and the closing lines were, "Tune in for the next thrill packed commercial and find out more about what will happen next in STAR WARS."

Recently local Los Angeles TV station KTLA TV 5 aired the complete Buck Rogers serial a chapter a night at 11:00 p.m. Monday through Saturday as the serial that started the Star Wars craze. Many other local stations across the United States are doing the same thing as late night programming and the ratings have been very good. Local UHF Channel 52 aired an edited feature version of HURRICANE EXPRESS and THE PHANTOM CRREPS also.

We'd like to hear from serial collectors with video tape recorders. We're interested in trading serials in BETA form which are Public Domain. Serial World is even working on the idea of having these complete quality serials such as ZORRO'S FIGHTING LEGION, PHANTOM EMPIRE, and DICK TRACY available to our readers for trade or sale. So drop me a note and let me know if you'd be interested. If I get enough response we'll get to work on this.

This issue we have Eric Hoffman's fine SPY SMASHER material. He's done a smashing job with it too. S.W. subscriber Tim Kehr has gone and done it. He promoted an all night serial showing and stayed up for the entire thing. Anyway read about our venture to the all night serial orgy in this issue. As I type this column I just got word that Tim will be producing another all night serial showing over the Labor Day weekend. Three cheers for Tim Kehr for keeping the SERIALS alive and kicking. Chuck McLeary brings us a chapter by chapter look at a rare serial KING OF THE MOUNTIES, a fine Republic serial. Hope you enjoy this issue and look for us again very soon. We've got some great articles coming up. Bye for now.



FLASH GORDON CONQUERS MINNEAPOLIS

SERIAL FAN TIM KEHR BROUGHT
FLASH GORDON TO THE
TWIN CITIES LAST MEMORIAL DAY
ARE THE SERIALS BACK TO STAY?



Will Jones

after last night

Who could ever forget such leading men as Herman Brix, Ralph Byrd, Kane Richmond, Larry Buster Crabbe and Bob Livingston?

And such stalwart supporting players as Charles Middleton, Jack Mulhall, John Davidson, Wheeler Oakman, Bob Kortman, Fred Kohler and Al Bridge?

Or, for that matter, such sterling creative talent as Nat Levine, Colbert Clark, Armand Schaefer, B. Reeves Eason, Ford Beebe or Barney Zarecky?

For one, record promoter Tim Kehr can't. Hollywood's old-time movie serials were on their last legs as a Saturday-afternoon theater attraction when Kehr was a kid, but he caught up with some of them on early kid TV shows. And now, as a serial nut and collector, he's prepared to bring back all those swell folks and their continued-next-week adventures for anyone who has the stamina and spirit to stay up all night with him watching them.

Kehr's plan is to combine nostalgia with insomnia by building an all-night TV movie party around the old serials.

He starts tonight (Sunday) at midnight (Ch. 5) by showing all 12 episodes of the 1940 "Flash Gordon Conquers the Universe" starring Crabbe as Flash Gordon, Carol Hughes as Dale Arden, Frank Shannon as Dr. Zarkov, and Middleton as Ming, evil Emperor of the Universe. The show will end somewhere around 4:30 or 5 Monday morning.

Kehr's underwriter for the program, which is simply titled "The Serials," is Lindahl Oldsmobile, which plans to make the show an all-night car-selling event in a manner worthy of Los Angeles.

Kehr will emcee the program live from the car dealer's showroom. There will be searchlights, free popcorn and snacks, and drawings for such prizes as a row of genuine 1930s-vintage movie-theater seats. Kehr will ask movie-trivia questions of passersby and reward them with books on old movies and the like. There will be studio cameras in the showroom and minicams roaming the car lots outside, and the sponsor's salesmen will take over a few minutes between chapters to pitch some cars.

Lindahl Olds already has had some success with weekend radio broadcasts from its showrooms, so all-night TV seems the next logical step. The theory is that if Twin Citizens won't support all-night TV on a regular basis, they'll at least stay up on holiday weekends. So if tonight's show gets any kind of response, "The Serials" will return on future holidays.

Kehr will be ready with Dick Tracy (Byrd), Captain America (Dick Purcell), Captain Video (Judd Holdren), Batman (Lewis Wilson, with Douglas Croft as Robin, the Boy Wonder), Brenda Starr (Joan Woodbury), and more of that whole swell gang.

Kehr knows the serial fans are out there. A couple of years ago, he and "The Serials" had a 13-week run on

Ch. 4. At that time he ran one chapter a week, and appropriately enough on Saturday afternoon. He showed the 1936 "Ace Drummond" series, rather loosely inspired by the exploits of Capt. Eddie Rickenbacker, and starring the unforgettable John King as Ace. Enough mail came in to convince Kehr there will always be a niche for the old movie serial in somebody's heart.

Public television (Ch. 2) made much the same discovery a few years back when it took to showing episodes of "Mystery Squadron" (1933, starring Bob Steele, Guinn Big Boy Williams, Lucile Brown, Jack Mulhall and the unforgettable Purnell Pratt) and "Whispering Shadows" (1933, starring Bela Lugosi, Henry B. Walthall and Karl Dane) late at night, mostly during fund-raising periods.

Kehr prefers to remember the days when Jim Lange, later of "The Dating Game" and other such shows, was Captain 11, as in Ch. 11, on the old WMIN-TV, and liked to feature episodes about the other captains such as Captain Video and Captain Midnight, not to mention Buck Rogers and Flash Gordon. Those were the days when Kehr got hooked.

Kehr now works for 20th Century-Fox records. In the past he has promoted Columbia/Epic and Motown records, and boasts a collection of framed gold and platinum records for his efforts.

EDITOR'S NOTE

The above article was reprinted from the Minneapolis Tribune.

Upon hearing of the all night serial showing I left for Minneapolis a day before the Memorial eve showing of Tim Kehr's promotion. I was under the impression that the serial was going to be CAPTAIN AMERICA, but was told later by Tim that copyright problems forced him to show the 3rd FLASH GORDON classic. I arrived at the huge car dealership about 11:45 p.m. and was delighted to see a great turn out. Tim was nervously standing with notes in hand and after we had met he told me to watch the opening as he had put together a serial montage on film. It was excellent.

During the commercial breaks Tim would both re-cap and explain facts on the serial. At one point I recruited about five or six people from the show room and asked them to enter our SERIAL TRIVIA contest. While the questions were more than easy, our five non-serial fans failed to guess Clayton Moore even after Tim gave them all the ultimate clue of "Who played the Lone Ranger?". Copies of SERIAL WORLD were given away as consolation prizes. I only hope those fans read our magazine and learn about the world of cliffhangers.

I must admit I did not stay for the entire all night serial showing. Nor did I watch the entire serial on TV that night. I've seen it many times and when I got to chapter seven at about 2:30 a.m. I had had it.

The next day Tim called me and said that Lyndahl was very pleased with the promotion and that many cars were sold all through the night as the dealership stayed open. Tim is hoping that they will be interested in another all night serial festival on the Labor Day weekend. Soon as I get word on this I'll let all you readers know. If the program is a hit it may cause a trend that could spread all over the United States.

PUBLISHER'S NOTE

Shortly before we were going to press on this issue Tim called me to confirm that the next Lyndahl Olds-Tim Kehr all night serial festival in Minneapolis will be held starting at 12 midnight on Sunday, Sept. 3 (or if you prefer calling it 12 midnight of the early morning hours of Monday, Sept. 4th-Labor Day). The serial Tim plans to show is "Zorro's Fighting Legion." So, if you are in the Minneapolis area come out and join Tim at the festival. If you can't do that, but are in the viewing area, be sure to tune in on this great program on television.



**EVIL CHARLES MIDDLETON AS 'EMPEROR MING'
FROM "FLASH GORDON CONQUERS THE UNIVERSE"**

**THE ENTIRE SERIAL WAS SHOWN ON MINNEAPOLIS TV CHANNEL 5 LAST
MEMORIAL DAY AND WAS RECEIVED AS A BIG SUCCESS.**



SPY SMASHER

A DETAILED SERIAL WORLD FILMBOOK
BY ERIC HOFFMAN

REPUBLIC PICTURES
presents
'SPY SMASHER'

Based on the character appearing
in WHIZ COMICS & SPY SMASHER
magazines Copyright by FAWCETT
PUBLICATIONS, 1941, 1942

Directed by WILLIAM WITNEY

Assoc. Producer: W.J. O'SULLIVAN

Screenplay: RONALD DAVIDSON,
NORMAN S. HALL, JOSEPH
POLAND, WILLIAM LIVELEY,
JOSEPH O'DONNELL

Photographed by
REGGIE LANNING

Musical Score: MORT GLICKMAN

Special Effects: HOWARD
LYDECKER

#1: AMERICA BEWARE!

Paris under Germn Domination. It is now evening in the once-happy capital of France. Now, despair and fear rules the darkness. All is still--except in the main room of one house. In this room, wreathed by the shadows of darkness, we find a bizarre, costumed figure going through some papers in a desk. The figure is that of Spy Smasher an unknown, free-lance American who has adopted this identitiy to fight the Nazis. In reality, Spy Smasher is Alan Armstrong, news correspondent; as to how he became Spy Smasher, this will be explained later.

Dressed in his distinctive costume (flying helmet, goggles over his face like a mask, shirt, riding breeches and boots, and a belt with the distinctive V and the morse code symbol for that letter engraved on the buckle) Spy Smasher has found what he wanted and is about to leave when he accidentally knocks over his flashlight. As he starts his escape, Spy Smasher runs into a guard and a brief fight ensues. However, our hero's try at escape is foiled when a German

EPISODES:

1. AMERICA BEWARE!
2. HUMAN TARGET
3. IRON COFFIN
4. STRATOSPHERE INVADERS
5. DESCENDING DOOM
6. THE INVISIBLE WITNESS
7. SECRET WEAPON
8. SEA RAIDERS
9. HIGHWAY RACKETEERS
10. 2700° FAHRENHEIT
11. HERO'S DEATH
12. V ...—

Featurized in 1966 by SPY
SMASHER RETURNS

officer appears, his gun trained on Spy Smasher. The valiant resistance fighter is now in the hands of the Nazis!

Later, somewhere in a dungeon under the streets of Paris, we find Spy Smasher chained to the wall, being beaten by Gestapo agents. Surrounding the valiant fighter of tyranny is the shattered remains of what were once courageous men who had opposed the Nazi regime. Observing the proceedings are two men; Col. Von Kohr, a sinister, evil Nazi officer, while the other is a genial-looking, heavy-set man with a heavy moustache and pipe--Ritter Lazar, head of the Nazi Gestapo in Paris. At Lazar's signal, Spy Smasher is taken to a chair. Lazar then demands that Spy Smasher admit he is an agent for the American government. Spy Smasher refuses and Lazar orders that one Capt. Pierre Durand be brought in.

Durand, the French Provost Marshal, is a gallant-looking chap, who tells Lazar that he has never seen the prisoner before. He is startled to learn that the captive is Spy Smasher. Lazar demands that Pierre have Spy Smasher shot by a firing squad for being a spy. Durand counters that he can't, stating that since the Germans declared him an enemy agent, they should dispose of him. Lazar says that such a thing would cause an awkward situation with the American government. Von Kohr then applies his own brand of pressure when Durand refuses once again to execute Spy Smasher. If Durand will not shoot Spy Smasher, Von Kohr will kill 20 of the French hostages he is holding. Durand, beaten, apologizes to Spy Smasher, who shows that he understands the man's predicament. Lazar says the execution will take place within the hour. Spy Smasher and Lazar leave with a Gestapo escort, while Lazar and Von Kohr proceed to go over the papers Spy Smasher was examining when he was captured.

The papers are the latest orders from Hitler to his chief espionage agent for the U.S., the Mask; the Mask has been ordered to flood America with counterfeit money. Both men are worried that the news may have leaked out and Lazar intends to leave that very day for America to make sure the Mask is warned of such a possibility...

As Lazar leaves the Gestapo building, he witnesses the execution by firing squad of Spy Smasher. The squad fires and bullets chip the wall, kicking up clouds of dust. Spy Smasher falls to the ground; Lazar puffs his pipe in satisfaction and leaves in his car. Durand has had Spy Smasher placed in an empty coffin, but the 'corpse' is very lively, as Durand cuts Spy Smasher's bonds. The execution was rigged by Durand so he could live on and stop the Mask's work. Durand tells Spy Smasher of the basic plan and that arrangements have been made to get him to the U.S. through Lisbon then onto a plane and...

Our scene now shifts to the United States where a train is chugging its way along the tracks of a mountain area. Inside the club car, we find Lazar

looking like an average businessman. He asks the porter when the train will arrive at Lakeside Junction. He then seats himself and looks for a match. The man obliges Lazar and lowers the paper so we can see his face. He is a dead ringer for SPY SMASHER! Lazar, jolted, goes for his gun and the other man charges at him. They go into a vicious, knockdown, drag-out brawl, crashing through the glass doors of the car to the observation platform. There, Lazar is starting to push his opponent over the platform railing. If he succeeds, an innocent will be hurled off the train to his death!

Suddenly, running along the roof of the train's passenger cars, comes Spy Smasher in full costume. He makes his way to the observation platform and attacks Lazar, knocking him from the speeding train to his death. Spy Smasher then hauls his look-alike to safety and takes him back into the club car. There, Spy Smasher identifies himself as the man's twin brother. The train passenger is one Jack Armstrong (a real all-American boy?????) who had believed that his twin had been killed in a plane crash in France some years ago. Spy Smasher explains that this is what he wanted people to think. He then became Spy Smasher to fight the Nazis on their own ground. Now it is time to fight them here in America. The two brothers, united once more, join forces to help battle the greatest tyranny man has ever known.

Jack tells Allan he was on his way to visit his fiancée, Eve Corby, attractive daughter of Admiral Corby, a retired Naval officer, now chief of Foreign Intelligence. The Admiral and Eve are driving up to a Lakeside Junction where Jack was going to join them at their home. Spy Smasher puts two and two together and comes up with trouble. He checks with Jack to see if there is an airport at the next train stop; Jack affirms this and Alan says they are getting off there and chartering a plane.

At Admiral Corby's home, a large rambling mansion-like house, we find Corby, his attractive daughter Eve, and their chauffeur, David, unpacking. Checking is preparing to put some papers into a small safe. Just then, a car is heard driving up, and David is sent to see who it is. He is summarily knocked out by agents of the Mask; two hoods named Lawlor and Crane, and an unknown heavy. The two gunmen hold Eve and Corby at gunpoint, demanding the papers Corby has placed in his safe. Corby refuses and Eve cheers him on. However, Corby changes his mind when Crane places his gun barrel against Eve's head. Corby opens the safe and gives the papers to the heavies.

At that moment, a small cabin plane, with Spy Smasher and Jack aboard, is soaring over the Corby estate. Jack, through binoculars, has seen David slugged and tells Spy Smasher. Alan has Jack take over the plane's controls while he bails out over the estate to take a look at the situation. He'll meet Jack

back at his apartment. When Spy Smasher lands, he manages to subdue a guard, but a second heavy spots Spy Smasher and in the ensuing fight his gun goes off. Lawlor and Crane hear the shot and recognize Spy Smasher; they knock out Corby and head for their car with the papers. Spy Smasher knocks out his opponent and fires at Lawlor, making him drop the briefcase with the papers before the heavies flee. Spy Smasher takes the case back to Corby. Eve spots him and since our hero is not wearing his distinctive flying helmet and his cape is hidden under his leather jacket, the girl mistakes him for Jack, greeting him with an affectionate hug and kiss. Corby, also mistaking Alan for Jack, is relieved to get the papers back. The most important paper in the briefcase was the chart of the mine field in Shark Bay. For 'Jack's' own protection, Corby swears him in as an operative in Corby's department. Alan says he has to get back to his apartment and get a few things. There, he tells Jack what happened and suggests that the Mask wanted the map to Shark Bay because of his plan to flood the U.S. with counterfeit money; if the phoney money was being brought in by submarine, the bay would be the perfect place.

That night, somewhere off our coastline in the bay, a German U-Boat lies submerged. Inside, Capt. Gerhardt the sub's commander, is telling the Mask, a heavy-set, evil-looking Nazi, that the sub is in position. The Mask plans to send the counterfeit money to the surface of the bay in buoys to be picked up by his men.

Before proceeding with his latest operation, the Mask enters the submarine's radio room and dons a strange mask that covers his face (it is this distinctive disguise that has earned him his code-name). Operating what is revealed as a television device, the Mask contacts a well-dressed, dapper appearing man with a small moustache; Drake, his chief lieutenant in America. Drake is informed that the counterfeit money will be delivered at Shark Bay in floating buoys. Drake acknowledges the orders. Switching to Drake's end we find him with Lawlor and Crane, seated in front of a TV unit similar to the Mask's, in the interior of a large van truck. Ending contact, Drake has his aide Steve let Lawlor and Crane out. The two heavies head for a nearby wharf to meet Walker, another agent, with a motorboat. The trio heads in the boat for Shark Bay, while Drake and Steve drive off in their truck, which bears the name of the Trans-Ocean Television Corporation.

Spy Smasher and Jack are cruising Shark Bay as well in a speedboat, searching for the means by which the counterfeit money will be smuggled into the country. They spot the heavies' boat and four buoys floating in the water, now being picked up by the heavies. Spy Smasher decides that he and Jack should get better acquainted with their 'friends' and speeds after the enemy boat. The thugs are forced to abandon the fourth buoy in the ensuing

chase, during which Walker is shot and a fish net hurled at Spy Smasher's boat. The boat's propellers are fouled and Jack goes over the side to try and cut the boat free. The two note that their opponent's boat is heading for the old Cannery wharf, but they're unable to follow at the moment. However, they do have the fourth buoy, crammed full of the bogus loot. One fourth of over one million dollars in counterfeit bills the Mask planned to flood the country with.

At the cannery pier, Drake learns of the loss of the fourth buoy and Walker's death. Drake and his henchmen get into the back of the TV truck and Steve drives off. The truck eventually stops over a manhole cover, a trap door is opened in the floor and, via a long iron rod or two the manhole cover is removed and Lawlor and Crane go down in to the depths with the money-filled buoys. Drake gives them the Mask's instructions for distribution of the loot throughout the country. The TV truck then drives off. Lawlor and Crane make their way down to a huge tunnel similar to a mine shaft. At one end is a huge storage tank rigged with an electrical fuse-box device. Crane starts to light a cigarette but Lawlor warns him that the tank contains 500 gallons of high-test fuel. Crane develops a healthy respect for the tank. The thugs load the buoys on a hand car and pump their way to a secret room, revealed as a wine cellar.

Back at the cannery wharf, Jack and Alan, free of the fouling-net, have been examining the enemy speedboat. Spy

Smasher suddenly finds a clue---a cigar wrapper made of cellophane, tied in a knot. The wrapper was dropped by Lawlor and now our boys have their first clue---The Acme Cafe, 'Where Food is King.' Spy Smasher tells Jack to get the buoy of counterfeit money over to Admiral Corby via messenger and then join him at the cafe.

Later that evening, at the cafe, Spy Smasher, minus his helmet, goggles and wearing a leather jacket of the rest of his distinctive uniform, is ordering a roast beef sandwich when something catches his eye. Lawlor has emerged from a phone booth at the end of the room; recognizing the thug, Spy Smasher watches as Lawlor buys several cigars and unwraps one, tying a knot in the cellophane wrapper! He then returns to the booth. Seconds later, the light inside goes out, the door swings open---but no one is inside! Alan gets suspicious and decides to check. He gets change for a phone call and enters the booth. When he finds the control that opens a secret door in the back of the booth he calls Admiral Corby, informing him, as Spy Smasher, of the cafe as a front for the spies. Corby prepares to leave with a raiding party.

Going through the trick booth, Spy Smasher emerges in the wine cellar and removes the leather jacket, donning the flying helmet and goggles, ready for battle. Crane has been sent by Lawlor to get some hand grenades loaded onto the ore car hooked onto the hand car. As Lawlor is sorting out the counterfeit bills, Spy Smasher cracks

'Got change for a five?' Frozen by Spy Smasher's appearance, and the fact he's holding a gun, Lawlor can only stare. In the restaurant, the manager, having seen the phone booth open up empty, sneaks through the secret passage and is about to brain Spy Smasher with a bottle. Spy Smasher shoots the bottle but is jumped by Lawlor. Crane returns and soon joins in the wild, room-wrecking brawl.

In the restaurant, Corby and four operatives break in, declaring a raid, holding all at bay. A waiter escapes through the panel in the booth and starts to warn his comrades of the raid, barring the secret door. He joins the fight, while Crane and Lawlor make a run for it down the tunnel, via hand-car. Defeating his remaining opponents, Spy Smasher runs for it down the tunnel after them. The two hoods arrive at the huge storage tank and Lawlor gets an idea. He sets the fuse box on the tank so the tank will explode and the entire tunnel will be flooded with flame. They get out through the manhole. Moments later, Spy Smasher appears, but is driven back when the fuse box starts to short and a large jet of flame spurts out. Leaping onto the hand car he starts to pump it back up the tunnel. Just then, the huge tank blows up and Spy Smasher is racing ahead of a flood of blazing gasoline, filling the tunnel behind him! Spy Smasher frantically tries to keep ahead of the blaze, but it catches up, engulfing him!



#2: HUMAN TARGET

As the fire comes closer and closer to Spy Smasher on the hand car, Spy Smasher spots the box of hand grenades Crane left in the ore car. Thinking quickly, Alan seizes one and hurls it into the flames. Moments later, there is an explosion and the tunnel is sealed through a cave-in, blocking off the flames which can be seen dimly under a crack in the debris and wreckage. Coming to the end of the tunnel, Spy Smasher finds that the two escaped villains had closed a sliding steel door, so he can't get back into the wine cellar. However, Corby, having found the lever to the door after his men broke into the hidden cellar, pulls it. Spy Smasher clammers up to a top rafter and hides there as Corby and his men enter, seeing the cave-in and thinking that the subversives fled and sealed up the tunnel after them.

Jack enters the cafe at this moment and joins Corby as the Admiral is going over the captured counterfeit money. Earlier, when given the buoy captured by Spy Smasher, Corby's aide with the Treasury Department had pronounced the counterfeit the best he'd ever seen; in fact, the paper, ink, etc., was the real thing. The only thing wrong was that there was no backing for it. If it got widely circulated the Mask's plan of plunging America into financial chaos would succeed.

As Jack and the Admiral are working, Lawlor and Crane are in the back of the Trans-Ocean television sound truck, telling Drake what happened. Drake orders them to stay in the truck as he and Steve, ostensibly as television reporters, take their TV camera and equipment into the cafe and cellar. There, they greet Corby and Jack, who obviously know them, only in their normal occupations, not as spies. Corby says that Drake will have to wait outside until the investigation is over, but Drake gets Corby to let him leave the camera in the cellar. He manages to surreptitiously turn on the camera and he and Steve get back to the sound truck. There, Drake contacts the Mask's sub by the television device and tells the Mask he can cut in on the camera and listen in on Corby himself. The Mask does so and watches as Jack and the Admiral find a clue as to where the counterfeit money came from; a sheet of wrapping tissue paper with an identifying water-mark. The water-mark reveals that the money was printed in Martinidad, a small island off the U.S. coast. It's part of France but is under German domination. Corby's agents can't go there so all that can be done is to lodge a complaint with the Vichy government and hope for the best.

The Mask breaks off the contact and recontacts Drake, ordering him to prepare to have the counterfeiting machinery moved into the U.S. The Mask's agents on the island will handle the transfer. Drake will take care of security in the U.S. More counterfeit money can be printed up later.

Later, at the apartment, Jack is waiting anxiously for his brother's return. Alan walks in and tells Jack that he heard about the Martinidad situation. He has been busy making arrangements by cable for help on the island. He's heading there. At Jack's questioning, Alan reveals that Durand, the man who helped him in France, is now on Martinidad, working with the Free French against the Nazis, as a secret agent. Spy Smasher is going to join him there to capture the counterfeiting machinery.

Sometime later, a plane lands on Martinidad Island. From it, Spy Smasher emerges. He finds a horse tied to a tree nearby with a note from Durand telling him to contact a blacksmith at the town of Port St. Martin.

However, when he arrives and contacts the blacksmith, two soldiers of the enemy government appear, holding both men at gunpoint. The lieutenant sneers that Durand is in jail, about to be executed. However, the Blacksmith hurls a pair of pliers at one of the soldiers and is shot, fatally. The distraction is enough to give Spy Smasher a chance to jump the other soldier. He defeats the two killers and rides off to the jail. There, by standing on his horse Spy Smasher gets over the high wall and makes his way to the prison building proper. He hides in a hay wagon to elude some guards, then clammers out and sneaks in through the door of the building. He comes onto a balcony overlooking the scaffold. As Spy Smasher watches, the Nazi Colonel is running a test on the hanging equipment, watching as it performs satisfactorily. He orders Durand brought in to be executed immediately. As Durand, his hands tied, is about to be hung, Spy Smasher suddenly dives over the balcony rail, grabs the noose rope and swings into the enemy soldiers. In the fight that ensues, Spy Smasher holds his own against the four Nazi soldiers, one of them plunging through the scaffold trap door when the Colonel activates it to get Spy Smasher.

Spy Smasher gets the soldier's rifle and holds the enemy at bay while he cuts Durand's bond. The two then make their way up the stairs to the balcony and get to the hay wagon, driving out of the prison at a breakneck pace, whipping the team to as much speed as possible. The Colonel and his soldiers are soon riding in hot pursuit.

The chase leads into a rocky area, with the Nazi soldiers catching up to the hay wagon. Seeing they can't outdistance the enemy, Spy Smasher and Pierre leap out of the wagon and take cover among the rocks. The Colonel and his men dismount and soon a gunbattle ensues. In the course of the battle, the Colonel, believing Spy Smasher to be out of ammo for his rifle, starts to sneak in after him. Spy Smasher in turn is trying to get around the colonel and catch him from behind. They meet and battle it out, the Colonel dropping his. Both men fall to the

ground. The colonel's aide, armed with a machine gun, sees the Colonel start to rise, a little dazed. Then Spy Smasher comes to, grabbing the fallen gun preparing to shoot the colonel. The soldier fires his machine gun, the murderous hail of lead cutting into Spy Smasher sending him crashing to the ground, dead!

#3: IRON COFFIN

We see in the recap that when he and the Colonel went down, Spy Smasher knocked the man out, and put his helmet and goggles on the Nazi, donning the man's hat. It turns out the Colonel was shot by his own man. Spy Smasher sneaks around the rocks until he surprises the man with the machine gun and knocks him out. He then goes to find Durand. Durand, in the meantime, is having his own problems. In a gun battle with another soldier, he has run out of bullets. The Vichy soldier is closing in for the kill when Spy Smasher suddenly appears on a ledge above him, firing a quick burst with the machine gun. The soldier starts to flee and is killed. Spy Smasher and Durand rejoin and get to horses of the soldiers and ride off at a fast clip; their destination--the office of the island governor, Leconte.

We are soon in the Governor's office. The Governor, a distinguished, albeit genial appearing man, receives Spy Smasher and Durand in private. Durand identifies himself as a 'French patriot' and maintains his companion only wishes to be known as Spy Smasher. The Governor reacts in surprise, seeming to be on the side of the Free French. As he takes out a cigar, Durand and Spy Smasher tell him that they have proof that counterfeiting operations, regarding American money, are being carried out by the Mask, and that the Governor's own chief of the military, Col. Labal is in league with the subversive. Leconte reacts in consternation, apparently shocked at the news. But as he is lighting his cigar from a desk lighter, he suddenly gives a vicious pull on the device and Spy Smasher and Durand are plunged into a deep, gloomy dungeon, the walls of which are lined with sundry devices of torture and a blacksnake whip on a table.

Upstairs, the Governor goes to a wall, presses a secret control and a section of wall slides upward to reveal one of the Mask's television devices. He contacts the Mask on the sub and informs him of the capture of Durand and Spy Smasher. He also informs his chief that his agents on the island are working on loading up the counterfeiting machinery for transfer to the Mask's submarine. The Mask orders Leconte to destroy the two prisoners.

In the dungeon, Spy Smasher and Durand have found there is no way out of the dungeon when Leconte gloatingly informs them of their imminent demise, telling them that from the dungeon 'there is no escape.' Spy

Smasher suddenly gets an idea and lashes out with the blacksnake whip, the end curling around the Governor's neck, and pulling him from the balcony to fall crashing into the dungeon. There, Leconte is now at the mercy of his two 'prisoners,' who force him to tell the location of the counterfeiting operation, an old ware house by the Napoleon Bridge. Durand knows the place. Leaving the Governor in the cellar, Durand and Spy Smasher climb up the whip, which is being used like a rope in regards to the balcony, and make their way to their horses, riding to the warehouse.

Their approach is seen by one of three gangsters in the warehouse, led by a man named Taylor (Carleton Young). A gun battle ensues with Pierre blasting away with his tommy gun. Realizing that the thugs could hold them off indefinitely, Spy Smasher gets an idea. He has spotted the thug's truck nearby and runs over to it, taking out the spare tire and tying two cans of gasoline to the rim, opening the cans and rolling it toward a pile of refuse by the warehouse. He then lights the gas trail. A fire ensues. Taylor realizes they can't stay inside, but they can't let the counterfeiting equipment be seized. He gets an idea and rushes over a pile of cans of explosive powder and lays a trail of powder to the cache of explosives. He then lights it. The powder trail burns slowly toward the cans as the three thugs come outside, their hands up, weaponless. Spy Smasher goes to the warehouse to try and recover some of the equipment for evidence. However, he suddenly spots, through the smoke and flames of the fire, the soon-to-explode gunpowder cans. He races for a window and dives through, somersaulting onto the ground and running as fast as he can from the warehouse, which blows up. The explosion gives Taylor a chance to go for Pierre's gun, but the Frenchman is too quick and shoots Taylor in the arm. Spy Smasher rejoins his friend and ties up the thugs, forcing them to tell of the submarine waiting for them at a wharf nearby. The two patriots get to their horses and ride to the wharf.

They arrive to find the sub ready to go, the conning tower hatch open. Inside the sub, however, in the Mask's quarters, the Mask is answering a signal on his television; Governor Leconte's face appears, disheveled, terrified, obviously about to tell his chief of the escape of Spy Smasher and Durand. Meanwhile, Capt. Gerhardt and his men are making ready to sail when Spy Smasher and Durand drop down the ladder, guns drawn, taking over the ship, ordering Gerhardt to set sail for America.

The Mask has finished chastising Leconte, promising to deal with him later as the sub gets underway. As he emerges from the radio room, however, wearing his identifying mask, he stops in shock as he's covered by Spy Smasher, who is gleefully preparing to remove his mask to find out what the chief Nazi spy looks like. The Mask seizes one of the sailors,

using him as a shield when Durand shoots, and closes the door of his cabin, locking it. Durand tries in vain to open it, but Spy Smasher stops him, assuring him their passenger will keep until they reach the U.S.A.

Taking the ship's log-book, Spy Smasher tucks it away in his outfit, keeping Gerhardt covered. However, the captain suddenly lunges at Spy Smasher. As the two men fight, Durand tries to keep the other two sailors covered, but they attack him. Durand manages to throw them off as Spy Smasher is knocked out. Outnumbered, his first concern for his friend, Durand holds the crew off as he tries to pick Spy Smasher up, backing into a doorway. As he steps into the room where the door leads, Gerhardt moves quickly, closing and locking the door. He goes to the Mask's door, informing him that Durand and Spy Smasher are taken care of. When the Mask emerges, considerably relieved at the turn of events, Gerhardt cheerfully informs him that our heroes are locked in the torpedo room of the sub. The Mask orders the sea valves opened so the room will be flooded and our heroes will drown like rats.

The water pours in as Durand, with the unconscious Spy Smasher in his arms, tries to keep himself and his friend above the water, which is rapidly filling the room. Outside the watertight door, the Mask and Gerhardt look at each other and smile in grim anticipation of the end of one of the Third Reichs most dangerous enemies. As the water rises, Pierre and Spy Smasher vanish under the surface, doomed!

#4: STRATOSPHERE INVADERS

As the torpedo room fills with water, Durand, searching the room spots a cabinet containing Momsen lungs (an escape device similar to the aqua-lung used in abandoned subs). Grabbing the only one in the cabinet, Durand puts it on Spy Smasher, so it looks like he's wearing a gas mask, and then putting him into one of the torpedo tubes. The Frenchman then shoots Spy Smasher out through the tube into the water and safety. Spy Smasher rises to the surface and comes to. In the sub, Durand, realizing his friend is saved, sinks under the water in the torpedo room, a smile of triumph on his face. On the water's surface, Spy Smasher swims for shore on the island. When he gets to shore, he obviously makes his way to his plane...

Later, back in the U.S.A. in Jack's apartment, Spy Smasher is showing Jack something that Durand must have pinned on him before he sent him out through the tube; a medal in the form of the Tricolor flag of France with the legend 'Viva La France.' Jack says that it was Durand's way of telling Spy Smasher to continue to fight and win for Freedom and Democracy. Spy Smasher makes a vow (at least in the

script) to pin the medal on the Eiffel Tower in a free France as a tribute to Pierre Durand.

Spy Smasher then shows Jack something else; the ship's log book which he managed to capture while in the Mask's submarine. In it a paper written in a code; Jack decides to take it to Admiral Corby and see what can be done with it.

Back on the Mask's submarine, the Mask is activating his television device to contact the Trans-Ocean television office. In the office, Lawlor answers the Mask's call with Drake watching. The Mask gives Lawlor new orders; they are to attack the Collins bombsight plant that night to steal the new Collins bombsight device. Lawlor protests that the plant is the most heavily guarded in the country. The Mask informs Drake and Lawlor that a Dr. Hauser has arrived from Germany with a new type of plane that will make it easy to get into the plant. Hauser will contact them at the right time.

At Admiral Corby's study-office, the chief of Foreign Intelligence and Jack are working on the code message Jack brought in. At last, after deciphering what he considers to be most difficult code he has ever run across, Corby reads that the Mask's men are being ordered to attack the Collins factory at 8:00 on the 20th of January. And both men realize that that is today. The time is now almost 7:30. Corby prepares to phone the Collins plant to increase its guards. He's going down there personally to take charge. Jack then calls Spy Smasher, informing him of the developments.

Alan looks at the clock and, seeing the time left heads for the door of the apartment, grabbing his helmet and goggles along the way.

At the bombsight plant, Corby drives in through the gates to be met by Livingston, the plant superintendent. He tells Corby the guards have been increased and the two go to check things out. But up on the sky, descending from the dark night sky, is the strangest aircraft eyes have ever seen. This is the Bat Plane, an airship that looks more like a small flying wing with some propellers on the front. Inside the ship are Hauser, Lawlor, and the pilot, Fritz. Hauser, a lean, hard-looking man, is telling Lawlor that they are going to descend onto the roof of the plant. At Lawlor's reaction that it's impossible, Hauser explains that the plane is made buoyant through helium in the wings. By operating certain controls, the helium is redistributed through the plane enabling the aircraft to descend or rise vertically, even hover. Lawlor is properly impressed. The ship lands on the roof of the plant and Lawlor and Hauser, guns drawn, sneak inside the plant from the roof, just as Corby and Livingston are going to check the vault where the valuable bombsight is stored. Corby is tied to a post nearby and gagged, while Livingston, refusing to tell Hauser the combination to the safe, is about to be given a sample of Nazi 'persuasion.'

At this point, Spy Smasher, on a



motorcycle (probably got it in a drag race, someplace), appears by the plant and sneaks inside, evading the plant guards. If they saw him a lot of time-consuming questions would be asked. He climbs up a ladder to the roof where he sees the bizarre Bat Plane. Suspecting the worst, Spy Smasher enters the building just as Livingston, succumbing to the treatment being dished out by Lawlor, is giving Hauser the safe combination. The two spies open the safe and remove a heavy package obviously containing the Collins bombsight. Spy Smasher, meanwhile, has started to free Corby after Livingston had been knocked out by Lawlor when he tried to stop the two spies. Spy Smasher has just untied Corby

Corby's gag when Lawlor sees him and attacks. Corby's warning enables Spy Smasher to escape being knocked out and a wild fight begins with Spy Smasher dishing out a sample of American battle to Lawlor and Hauser. Lawlor hits Spy Smasher with a chair, sending him crashing onto a table. The two spies escape to the roof and Hauser has Fritz take the plane up into the air. Spy Smasher can only watch as the ship rises into the night. He then climbs down the roof as Corby and Livingston appear, and vanishes. However, the spies have left the bombsight behind.

Later, Corby return to his study only to see the big chair behind his desk swivel around; he has a visitor---Spy Smasher. Corby contratulates the

masked man on his work at the bombsight plant that night, but Spy Smasher wants Corby to work on a plan he has devised to capture the men and that plane.

The next day, Jack and Spy Smasher are flying a small cabin plane over the mountains. On board is supposed to be a package containing a bombsight. The plan is that their ship will crash in the mountains. They then plan that someone will come after them, preferable the Bat Plane.

Through expert maneuvering of the plane, crashing it on Lookout Mountain, in a canyon near the peak. Emerging from the plane, Jack and Alan are satisfied with the situation. Jack then gets to a radio in the plane and contacts Admiral Corby, informing him of the locale and that in order to get to the wreck and them it will take three days to pack train from the nearest town. A plane can't land. At least any regular plane.

At that moment, in the apartment of a man named Hayes, Hauser and Lawlor are worrying about getting that bombsight, especially after news of the missing plane has been reported. Now via their own short-wave set, the spies have picked up Jack's broadcast. Hauser is elated. Where Jack said it would take three days, the spies, in the Bat Plane, can get there in three hours!

Soon, the efforts of our heroes are rewarded when they hear the sound of

the Bat Plane's motor. The two hide in some bushes, guns ready. But something goes wrong. Two thugs, Craig and Lewis, appear behind them, getting the drop on our heroes. It seems Hauser suspected a trap and had them parachute a distance back. Craig signals that it's okay for the Bat Plane to land. The weird airship lands and Hauser emerges from it, leaving Fritz inside to wait for orders.

As Hauser watches elatedly, the package supposedly containing the bombsight is removed from Spy Smasher's wrecked plane. To make sure that it's not a trick, Hauser has Craig open the box. But it is a trick, the open lid triggering off a gas bomb giving Spy Smasher and Jack the opportunity to attack the subversives. The battle is wild and wooly, with Craig and Spy Smasher battling to the edge of a cliff, with Craig falling to his death. Hauser, meanwhile, is making a run for the Bat Plane while Jack fights it out with Lewis.

Spy Smasher spots Hauser climbing up the wing ladder into the ship and goes after the spy as Hauser yells for Fritz to take off. Spy Smasher and Hauser fight on top of the plane, our hero knocking Hauser off the ship. Hauser rolls uncontrollably as the plane starts to take off, and falls over the same cliff as Craig (according to the script).

Spy Smasher surprises Fritz and the two slug it out inside the Bat Plane as the ship climbs into the air. During the

fight, Fritz hurls a wrench at Spy Smasher, smashing the vital Gyro-Stabilizer that enables the ship to stay on its course. As the two men slug it out, the Bat Plane goes into a dive and as Jack watches, horrified, after beating Lewis, the Bat Plane crashes amidst the rocks and trees, exploding in a mass of flame!

#5: DESCENDING DOOM

As the Bat Plane starts to plunge toward the earth, Spy Smasher knocks out Fritz. He then grabs a parachute and opens up the cover of the navigation port and uses it like a bomb bay, bailing out of the doomed ship. Jack sees his brother parachuting to the ground and rushes to meet him as the Bat Plane crashes in a fiery explosion. The two brothers look off as the ship continues to burn and explode, both confident that that's the last time that plane will fly.

Later, at Admiral Corby's study, we find Drake interviewing Corby for Trans-Ocean Television, while Steve is behind the TV camera. Corby is just finishing an account of Spy Smasher's rescuing of the Collins bombsight and the destruction of the remarkable Bat Plane. When the broadcast is over, Drake remarks that this latest piece of news should make Spy Smasher a national hero. Corby is certain that Spy Smasher deserves all the credit due to him. Drake, in an attempt to get some information, asks if Corby knows who Spy Smasher is. Corby says he doesn't, and Drake leaves.

A short time afterwards, Drake is contacting the Mask on the submarine, informing him of the failure to get the bombsight, and of Spy Smasher's interference. The Mask is livid, determining that Spy Smasher must be eliminated. Drake tells of Corby's denial of knowing who Spy Smasher. But the Mask, with typical German good thinking(?), snarls that Corby must be lying. He's their only clue to the identity of Spy Smasher and must be made to talk. Consequently, plans are set in motion(nya-ha-ha!).

Corby is at work on some papers in his study, Eve helping, when he gets a phone call supposedly from Spy Smasher, to meet him at the Grill Room of the Hotel Royal Corby agrees and leaves. As he leaves, Jack drives up. Eve greets hi, a little surprised, thinking that he is having the lunch date with her father---she has gotten the idea that Jack is Spy Smasher. Jack is bewildered by the news. What they don't know is that the appointment was made by Brownley, one of the Mask's men, posing as Spy Smasher. Jack calls his apartment and checks with Alan on the apartment. Alan denies having made such an appointment and decides to get over to the Hotel Royal to check on what's going on.

At the Grill Room, Corby, seated at a table behind some potted palms, is joined by Brownley. As they start to talk, Brownley takes out a lighter to light one of Corby's cigarettes. But instead of

flame, gas spurts out from the device, knocking Corby out. Brownley immediately sets up the cry that his companion has fainted. Hayes, another Mask agent, rushes over, pretending to be a doctor. He says that it might be a heart attack and Brownley 'good-heartedly' offers the use of his room, which just happens to be down the hall from the Grill Room. The two men carry Corby into the room, No. 12. Brownley then goes to the window of the bedroom informing Lawlor and Crane, waiting outside by their car, that they have Corby in their clutches and are going to lower him out the window to them.

Meanwhile, Spy Smasher has driven up in his car. Before going in, even though he is wearing his costume, he removes the helmet and goggles, but still presents an odd sight as he bursts into the Grill Room, demanding to know about Corby. He is directed to Room 12 by a bewildered waiter, and starts pounding on the door. Brownley and Hayes stop what they're doing, as Lawlor comes into the room to help, while Brownley opens the front door just a crack. He tells Spy Smasher Corby is ill, but Spy Smasher rushes in anxious to see for himself. Brownley leaps at our hero and Hayes helps him. The fight is wild, wrecking the drawing room of the apartment. Lawlor, meanwhile, has helped Crane lower Corby into their car. Spy Smasher knocks out Brownley and Hayes, and spots the two spies driving off with the unconscious Corby. Leaping out of the window, Spy Smasher gets to his car and drives off in pursuit. Brownley and Hayes come to and are soon chasing Spy Smasher. It's a three-way car chase. Brownley uses his car short-wave radio to warn Lawlor of their pursuer. Lawlor orders the two thugs to stop Spy Smasher.

Shooting at his car doesn't help as Spy Smasher shoots back, odds the two thugs don't like. Then, Brownley pulls his car alongside Spy Smasher's and forces our hero off the road, sending him crashing into a tree. Crane and Lawlor drive on with Corby prisoner, unhindered by pursuit, while Hayes and Brownley rush over to Spy Smasher's car. They find him knocked against the steering wheel. His flying goggles have slipped off his face, revealing his features clearly. Elated at having Spy Smasher in their hands, the two thugs load him into the back of their car. Spy Smasher starts to come to and hears them mention he is going to be taken to the warehouse where Corby is being held.

They arrive there, but as the two thugs start to take Spy Smasher out of the car, he kicks out at them, and the fight is on. Hayes makes a break for it, rushing up to the sixth floor of the warehouse, while Brownley and Spy Smasher slug it out. Hayes tells Lawlor and Crane, who have been cheerfully giving Corby the third degree to make him talk, about Spy Smasher fighting Brownley. The two thugs see Spy Smasher knock out Brownley and

come rushing toward the warehouse, putting on his goggles again. Crane is inside the office to guard Corby, while Lawlor and Hayes wait in the hall in ambush. However, Crane, casting nervous glances at the hall door, gives Corby a chance to jump him and knock him out. As Spy Smasher starts to come up the stairs into the hall, Corby yells a warning just in time. Spy Smasher is held off by Lawlor and Hayes, who realize that while they hold him off, he is doing the same to them. Lawlor has Hayes keep Spy Smasher busy while he goes down a side hall to get our hero from behind. Corby, meanwhile, seeing he can't escape through the hall, has climbed out the office window, made t down the fire escape, and gotten to a phone where he is proceeding to call for help.

Spy Smasher, meanwhile, thanks to Lawlor's maneuver, is now hemmed in on both sides. He sees one chance and takes it, diving for the open elevator shaft and sliding down the cables to come landing at the bottom of the shaft by the winch wheel and machinery gears. The speed of his descent is such that he is knocked out and lies unconscious. Lawlor gets an idea and starts the elevator going down. Spy Smasher comes to in time to see the huge elevator lowering down the shaft. He's trapped as the car comes lower and lower, leaving him in a very pressing situation. Spy Smasher seems doomed to be crushed at the bottom of the shaft!

#6: THE INVISIBLE WITNESS

As the elevator comes down the shaft, Spy Smasher thinks quickly and jams his gun into the machinery gears. The gun bogs up the machinery, causing the elevator to stop. Upstairs on the 6th floor, Lawlor and Hayes look down the shaft, Lawlor deciding to go down and see if Spy Smasher is finished. Just then, Crane, having regained consciousness, joins the two thugs and tells them of Corby's escape. Hayes realizes that he'll be back with police reinforcements. Just then, Corby and three officers rush into the building and head for the elevator. Corby pulls the control for up, and Spy Smasher, noting this, removes his gun from the gears. The elevator goes up and Spy Smasher pulls himself out of the elevator shaft, getting to the first floor and escaping.

The scene now shifts to the Trans-Ocean Television offices, a short time later. Drake is looking at a front-page news story of Corby's rescue, showing a picture of Corby, Eve and Jack. A voice is chastising him for the apparent escape from death of Spy Smasher and the loss of Corby. We see it is the mask, smuggled in to the U.S., now confronting Drake. He isn't wearing his usual mask, so we see his cold, heavy-set features. Drake protests that one of his men reported the death of Spy Smasher in an elevator shaft. Hayes is called in. The thug emerges from a secret panel, and suddenly stares at

the picture in the paper, blurring out the fact that Jack's face is the one he saw when they captured Spy Smasher. He can't understand how he escaped death. Drake had been at the Corby home earlier covering the Corby story, and heard Jack make a date with Eve to meet her at the Westside Camera Shop at 2:00. The Mask starts to lay out his plans...

We find Eve, buying a camera at the shop. The clerk suggests she snap a few pictures and he can develop the film. Outside, Jack arrives but as he passes by a particular car, Howard, a Mask agent, points a concealed gun at him, forcing Jack to get into the car, driven by Crane. Eve snaps a picture of this and is about to get closer when Burke, another agent, bumps into her, delaying her just the right amount of time for the car to vanish in the traffic. She heads for the shop, telling the clerk she wants the camera and to develop the film as soon as possible.

When she gets back to her home, she calls Jack's apartment. Spy Smasher answers, his voice, similar to Jack's, fooling Eve who thinks he played a joke on her. Spy Smasher disturbed hearing of his 'supposed' disappearance, realizes Jack is in danger. Eve tells of the camera, and Spy Smasher pretending to be Jack, volunteers to get the camera and pictures for her then meet her for dinner later.

He arrives at the shop and picks up the item, checking the picture Eve took of the kidnap car. The license number

is crystal clear and soon Alan is at the license bureau. The clerk identifies the number as being issued to a car rental agency. Alan heads there. At the rental garage, the attendant lets Alan look over the cars, not knowing his mission. Just then, Howard drives in the kidnap car and Alan goes to check it. When Howard gets a look at him, after emerging from the vehicle, he stammers that he thought he left Spy Smasher at an unspecified location. Just then the expression on Howard's face alerts Spy Smasher to an attack by the attendant and a wild battle ensues, during which Howard smashes his hand through a window, and he and Spy Smasher battle in the driver's compartment of the car, the gears thrown into motion and the car pinning the attendant to the wall. Spy Smasher then forces Howard to tell the location, a factory that makes pipe. Howard tries a sneak attack again, and Spy Smasher knocks him cold, stuffing him into the car, then zipping off on his motorcycle.

At the pipe works, in the huge factory room, Jack is being worked over by Lawlor and some of his men. Lawlor wants Jack to sign a confession admitting he is Spy Smasher and that he was working under Admiral Corby's orders as an espionage agent on the island of Martinidad. Jack, realizing that the confession would make it look as if the U.S. wanted war, which is what the Mask wants, crumbles up the paper. Just then the Mask (either wearing or not wearing his distinctive

trademark--the script says he does, photographs show he doesn't) enters and he and Lawlor have a quick conversation. Lawlor feels that either Jack can take a lot punishment, or else he's not the right man. The Mask wants to take a hand in it now. He demands that Jack sign the confession if he values his life. Jack still refuses and the Mask decides to give our hero a little demonstration of the price of his stubbornness. In the factory is a huge vat where the clay for the pipes is mixed and crused; overlooking it is a balcony. There is also a conveyor belt on which the newly made pipe is placed and fed to a huge cutting blade that cuts the pipe to the right length.

Jack is shown the cutting operation and, although terrified, still refuses. He's tied up, after lunging at the Mask and placed on the conveyor belt which slowly carries him to the huge cutting blade.

Meanwhile, Spy Smasher has pulled up near the pipe plant and has eluded Mask guards. He climbs to the roof of the building. At the same time, back at the rental garage, Howard has been found by Crane, and rushes to a phone to contact and warn the Mask.

Spy Smasher sees Jack's peril, and spotting a rope that swings into the factory comes through a window and swings into the thugs. The Mask makes a break for it out of the building, while Spy Smasher pulls Jack off the belt and whales into the thugs. Jack gets free of his bonds and joins the battle. Spy





Smasher pursues a couple of the thugs onto the balcony overlooking the mixing vat and conveyor belt, while Jack and Lawlor (believe), battle it out, steeping on a steam unit, which suddenly goes off, belching up a huge cloud of live steam, sending both men crashing to the floor, stunned.

Spy Smasher is knocked off the balcony onto the conveyor belt, unconscious. The belt is carrying him to the whirling cutter blade, closer and closer until it seems our hero has gone under as the blade comes down for a fatal cut!

#7: SECRET WEAPON

As Spy Smasher is being carried towards the deadly cutting blade, Jack regains consciousness. Seeing he can't get to his brother in time, he scoops up a gun dropped by one of the heavies, and fires at the electrical fuse box, shorting it in time. The thugs have gotten away by this time as Jack rushes over to Alan and starts reviving him.

It is now a few days later. At admiral Corby's home, one night, we find Corby worried over a new problem that has arisen. It seems that flights of newly constructed bombers have been mysteriously destroyed when flying over the White Mountains range. There have been no clues; the planes aren't defective. Corby's inspectors check out every plane as it comes from the

factory. Corby then asks Jack to stay for dinner, and Eve bulldozes her fiancé into it. The two men go upstairs to dress for dinner while Jack waits in the study. When they leave, Jack calls his apartment and tells Alan what has been happening. He also tells him Corby is so frantic that he's thinking of canceling the flight of new bombers the next morning. Alan tells Jack to dissuade Corby from this move and follow this plan...

The next day, a small cabin plane belonging to Jack is winging its way toward the White Mountain range, a short distance ahead of three new bombers on test flights. Spy Smasher is at the controls of the airship while Jack is watching the skies.

But others are making preparations as well. In a small shack by the mountains, we find Jerry and Sloan, two henchmen of the Mask. Jerry is explaining to Sloan a strange device with a vague resemblance to a machine gun but loaded with electrical circuits and controls. This is the Mask's latest weapon, and the cause of the plane crashes; and electronic ray gun. When activated and aimed at the pass between the mountains, the gun sends out an electrical curtain that figuratively spells the end for any plane that runs into it. At the Trans-Ocean television office, the Mask enters as Drake is doing some paper work, and

turns on the television-communicator. His objective; the Atlas Lumber Co., a front for some of his men, led by Lawlor and Crane. Lawlor receives the Mask's warning about Spy Smasher taking off in the cabin plane. He then calls Jerry at the shack and warns him, ordering him to take care of the plane. Jerry and Sloan set up the ray gun and spot our heroes' plane via binoculars. The ray gun is activated.

Alan and Jack are flying along, wondering when they'll run into trouble when trouble finds them; the motor of the plane goes out with a puff of smoke and the ship hurtles through the air toward the ground. Spy Smasher determines to bring the ship in for a crash landing, while Jack radios the bombers to turn back. His warning is received and the bombers head back for the airfield. Spy Smasher's deft handling of the ship brings it down in one piece. Now the two men can check that motor for a clue.

Spy Smasher finds it; the distributor, melted as if, according to Jack, by an electric torch. Spy Smasher suggests an electric ray and tells Jack he has heard rumors of a new type of ray gun capable of blasting anything withing a short range. But for the gun to operate, it would have to be near a powerful source of electricity. Jack suggests the nearby power plant. Spy Smasher tells Jack to head back for Corby's place and advise him to send all future bomber flights over a different route. As for Spy

Smasher, he plans to check the power station at Bentonville for anyone who has had new installations installed."

The following day, at the station, Spy Smasher, without his helmet and goggles, and wearing a jacket, is informed by the clerk at the Power station that the Atlas Lumber co. is the only one that has had new installations put in. Spy Smasher gets to his car and drives to the company. There, he dons his helmet and goggles, removes his jacket, and stands in his full costume, cape and all. Sneaking up a stairway onto a balcony the interior of the main office, a little above the floor, Spy Smasher sees Lawlor and Crane standing before a television communicator in a special crate. The Mask is informing them that as his agents discovered the new route of the planes, the Upper Mountains, the ray gun and electrical equipment have been transferred to the spy ring's water tower on highway fifty-nine. Spy Smasher is about to leave when one of the thugs, coming into the office, spots him and hurls an axe at the costumed hero, just missing him. The battle is on with the thug impaled on the axe, and Spy Smasher defeating Lawlor and Crane in a no-holds-barred brawl that literally makes a shambles out of the place. Knocking the two quislings out, Spy Smasher runs for his car and drives off, heading for the water tower. Lawlor and Crane come to and get to their own vehicle to try and stop Spy Smasher. In a wild auto chase, the thugs are starting to catch up with our hero, firing at him. But Spy Smasher manages to puncture one of their tires, and drives on without any further interference from the two thugs.

At the water tower, Jerry has just finished installing the ray gun and the electrical equipment (the equipment in the lower part of the tower), when a radio call comes in from Lawlor, warning Jerry of Spy Smasher. Jerry sends Sloan downstairs with a high-powered rifle. His orders; shoot anyone who comes near the tower.

When Spy Smasher arrives and starts approaching the huge tower, Sloan starts blasting at him. Spy Smasher fires back, eventually hitting the thug. One of Spy Smasher's bullets, however, had hit a drum of oil and the volatile fluid is spreading over the floor of the bottom room of the tower. Jerry has started the ray gun, aiming it at the pass over which the bombers will fly. Spy Smasher, sneaking up the outside of the tower, up a staircase, breaks in on Jerry and the two men battle it out as the ray gun, aimed at the pass, spells doom for the bombers.

In the fight, the two men fall through the trap door leading to the spiral staircase that goes into the bottom room. They continue fighting, knocking over some electrical equipment, causing some live wires to hit the spreading oil. A fire begins, spreading over the floor of the room like wildfire. Jerry is knocked out by Spy Smasher and falls into the flames. But before our hero can do anything else, he is driven back up the spiral stairs by the

encroaching holocaust. Spy Smasher turns off the ray gun, hurling it away from the window of the tower, enabling the bombers to pass over the mountain pass unharmed. Trapped by the flames, Spy Smasher tries to find some escape from the water tower when it suddenly explodes in a gigantic blast, destroying the tower, ray gun and Spy Smasher!

#8: SEA RAIDERS

As the fire rages, apparently trapping Spy Smasher, our hero looks out and sees a transport truck with a canvas top by the tower (where the hell did that come from?). Thinking quickly, the costumed spy-fighter leaps from the tower to the truck, then leaps to the ground, running from the tower to his own vehicle moments before tower and ray gun are blown up.

Back at the Trans-Ocean office, the Mask, Drake and Crane are listening as Lawlor finishes his report on Spy Smasher's interference with the blasting of the bomber planes, which are now on their way to Britain. The Mask is furious at Spy Smasher ruining his plan, but, even though Lawlor protests that it will take months to make another ray gun, the Mask has a plan to stop the bomber planes from reaching Britain. Going to the television set in the office, the Mask proceeds to contact his submarine, the U-78. Capt. Gerhardt answers the call and receives orders to bring the sub to a certain point off our coast to receive a cargo of floating mines.

Within the next few days, ships carrying the vital planes to England are being blown out of the water, men killed, incredible damage being done to the English war effort against the Nazis. At Corby's study, Jack is in conference with the Admiral, who shows him a recovered piece of the mine, with a serial number on it. The number has been traced to the Lafont Munitions company. Corby is going to check the place over and figure out how the enemy has been getting its hands on the weapons. Jack asks if he can go along and Corby gives the okay, telling Jack to meet him at two o'clock that afternoon.

Later that day, while Corby's vehicle is pulling into the Lafont yard, Jack's car pulls up nearby. In the car are Spy Smasher and Jack, both dressed exactly alike--riding breeches, boots, leather jacket. Spy Smasher has removed his goggles. His plan is to impersonate Jack and go into the yard with Corby. Ten minutes later, Jack is to appear at the yard when Spy Smasher separates from the Admiral. With the mirror-likeness of the two brothers, the trick should be easy to pull off.

Corby accepts Alan (Spy Smasher) as Jack when they are met by Stuart, the superintendent of the munitions factory. He starts to show them through the warehouse, indicating the crates of mines already packed for export to

Britain. He explains that the mines already have the fuse devices in the mines so they can be used immediately. Of course, Corby reminds him, that if the enemy got hold of the devices, they could use them just as quickly. While this is going on, Spy Smasher steals away from the twosome and hides behind some crates. Stuart notices him gone and he and Corby set out to look for him, Stuart just a little worried. Another warehouseman appears and Stuart whispers to him what happened. The man goes into the warehouse to make a thorough search. Just then, Jack appears, saying that he took a walk around the yard. Stuart's relieved, and sees Corby and Jack to their cars.

He then tells his aide that Jack wasn't in the warehouse, just as the man is getting close to where Alan is hiding. Alan has donned his helmet and goggles, ready for action. Stuart then goes to a hidden television set and contacts the Mask, informing him about Corby's visit. The Mask tells Stuart that a truck will be there soon to pick up the crated mines for the submarine. Stuart innocently asks the weapons' destination, and the Mask shuts him up with a curt reply.

The truck, driven by Lawlor, with Crane, arrives and the thugs go outside with one of the crates Spy Smasher starts to make his way over the crates to the door, but hits a large knot in one of the boards, causing a loud crack. The group is alerted, Stuart sending his man to watch the inside of the warehouse and start closing in on where they suspect Spy Smasher is hiding. Spy Smasher spots a block and tackle on a rope and suddenly swings into the four thugs, knocking them down. In a wild fight our hero escapes up a stairway to the roof of the warehouse and climbs down to the ground, running for the enemy truck. Inside the warehouse, Lawlor and Crane fume as Stuart looks for the key to open the warehouse door.

Spy Smasher, meanwhile, has found a pry-bar in the truck and opens the top of one of the packing cases, climbing inside and hiding there. The rest of the boxes are loaded with the thugs wanting to get them to the sub before Spy Smasher brings help.

The truck arrives at a wharf where the crates are loaded onto a motor launch which immediately puts out to sea with Lawlor, Crane, one of their men, and the hidden Spy Smasher aboard.

As the launch gets near to the rendezvous point, Lawlor starts to radio Capt. Gerhardt. But Spy Smasher has emerged from the crates and gets the drop on the three villains, saying he's taking over. Gerhardt hears our hero's voice and orders the sub ready for action, the torpedos put on automatic firing device.

The launch heavy lunges at Spy Smasher and a wild battle ensues, with the launch running wild. Lawlor and then Crane is knocked from the boat into the water by Spy Smasher, who is left battling the speed-launch heavy. Gerhardt sends the first torpedo at the

launch. But the boat, still running wild, evades the missile by sheer luck as Spy Smasher tries to get to the steering wheel, but is attacked by the boat heavy. As the two men fight it out, Gerhardt fires the second torpedo. Moments later, as Spy Smasher and the heavy fight it out, the torpedo strikes the launch, destroying it in a gigantic blast!

#9: HIGHWAY RACKETEERS

As the second torpedo speeds towards the motor launch, Spy Smasher manages to knock out his opponent. Seeing the approaching missile, he leaps overboard moments before motor boat and torpedo collide, destroying each other in a gigantic explosion. Capt. Gerhardt orders the submarine submerged and set on a course out of the coastal waters before Coast Guard or navy craft come to investigate. Spy Smasher swims ashore.

Later, at Admiral Corby's study, Corby and Eve are listening to a news broadcast telling of the end of the danger to shipments for Britain. The news service says Corby quoted an anonymous source. Eve says it sounds like Spy Smasher; Corby is non-committal. He then makes a phone call to Jack. At the apartment, Jack takes the call and is told by Corby that a shipment of gold is being sent by armored car to a plane at Eastport. He wants Jack to ride guard with it. Jack agrees. When he hangs up, he tells or the shipment. Alan is certain that the gold is just the sort of thing the Mask is interested in. The two then form a plan; since Jack can't take Alan with him in his car, Alan, as Spy Smasher, will ride on his motorcycle to Eastport and meet the armored car halfway. Jack agrees.

At the Trans-Ocean TV office, the mask is informing Lawlor, Drake and Crane of the gold shipment, sneering at the supposed 'security' imposed on the shipment's secrecy. According to the Mask, Berlin had known of the gold shipment ever since it had left Moscow. The three villains proceed to lay out plans to hijack the armored car.

The next day, we find Jack inside the front of the armored car, riding 'shotgun' with the driver (Yakima Canutt). Unknown to both, at a viaduct by a bridge Lawlor is dropping off Crane and Hayes. He'll meet the two at Big Rock Canyon after they've hijacked the truck. As the truck passes under the bridge, Hayes and Crane leap onto the roof. Hayes then drops an activated gas bomb through the truck ventilator so it drops into the driver's compartment. Jack and the driver are choking, blinded by the gas. The driver's forced to stop the truck at the side of the road. When he and Jack emerge, Crane and Hayes attack. Jack and Crane slug it out, while the driver and Lawlor have their little disagreement.

The driver is shot during the battle and Jack, seeing he's outnumbered, rolls under the truck, drawing his gun

as he does, and makes a run for it. Lawlor and Hayes go after him. The chase leads to a section of bridge, still under construction, with ladders, catwalks, etc. A combination gun-battle, fist fight ensues, during which the thugs think they've killed Jack, and head back for the armored car, driving off with it to their rendezvous with Lawlor.

Jack heads for the highway and is examining the driver just as Spy Smasher pulls up on his motorcycle. When Jack asks if he saw the truck, Spy Smasher reacts in the negative. Even though the truck was heading right toward him! The answer to this lies in the fact that at a dirt road, with a billboard right in the middle, the truck drove through the board, a camouflage which opened at the middle like a swinging door (oddly enough, the board was covered with posters plugging DICK TRACY VS. CRIME INC.---nothing like sneaking in a little advertising). Jack notices that when the truck pulled out, he fired after it and punctured its gas tank. Hopping onto the motorcycle behind Spy Smasher, Jack joins his brother as they follow the gas trail, which leads them right to the billboard!

At first the two are bewildered, but then discover the secret of the billboard and drive up the camouflaged road. At Big Rock Canyon, Lawlor, Crane, and Hayes are transferring the gold ingots from the armored truck into another truck. Nearby is Lawlor's station wagon. As they are finishing the transfer, they hear the sound of a motorcycle and spot our two heroes riding at them. Lawlor gets to the gold-truck and has the driver head off, while Crane and Hayes stay behind to hold off pursuit. A gun battle ensues, during which the two heavies decide to get to the station wagon and drive off, luring Spy Smasher and Jack away from the truck containing the gold.

As the station wagon drives off, our heroes get back to the motorcycle and give chase. The chase runs through winding roads heading toward a canyon. At one point, when it seems as if our heroes won't make it, Spy Smasher takes a shortcut over rocky, sloping terrain. Unfortunately, the terrain causes the motorcycle to go out of control and both our heroes are thrown to the ground. Jack lies motionless as Spy Smasher gets to his feet and rushes over to check his brother. Jack says for Alan to go on and stop the station wagon.

Spy Smasher gets a bit ahead of the oncoming station wagon and jumps from some rocks onto the roof of the vehicle, saving himself from falling off by grabbing the rails on the roof. Hayes is sent by Crane onto the roof to dispose of Spy Smasher. The two men are battling it out as Crane starts swerving the car, hoping to throw our hero off. Suddenly, he sees something that makes him react in horror and start to open the door of the car; the station wagon is heading straight for a

damaged bridge that is to span a gorge; the sign warns the bridge is out. Crane leaps out of the car, rolling on the road. Meanwhile, the station wagon, with Spy Smasher and Hayes battling on the roof, plunges off of the end of the bridge, hurtling to destruction!

#10: 1200° FAHRENHEIT

As the station wagon hurtles toward the damaged bridge, Spy Smasher knocks out Hayes and leaps from the car, rolling onto the road, moments before the vehicle hurtles off the bridge to destruction. Getting up, he spots Crane making his way to the highway and runs after him. He stops, however, when he sees a truck pick up Crane; it's driven by Walker, one of the Mask's henchmen. Certain that he has lost the trail, Spy Smasher is elated when Jack rides up on the motorcycle. Spy Smasher takes over the driving end and the two brothers follow the truck to its destination.

The trail leads them to the Everdue Pottery Plant (revealed in the script as the L.A. brick works yard near Elsinore). Stopping near the gate Spy Smasher and Jack start snooping around until they come to a particular building where several henchmen of Lawlor and Crane are sawing up the gold ingots into small squares. As the two men wonder what is going on, Crane and Lawlor walk up to a pile of bricks, Lawlor explaining to his partner the system that is being used by the Mask to get the gold out of the country. Picking up a brick, Lawlor cracks it open revealing a small square of the gold in the middle of the fresh brick. Spy Smasher and Jack are amazed, Spy Smasher all the more grim. Jack doesn't understand what the Mask will do with the gold here in the country, but Spy Smasher explains that if the Mask can smuggle the gold out of the U.S.A., his government can use it to buy guns and munitions to use against the Allies. Corby has got to be told of the operation. Jack is to stay at the plant and watch what happens, while Spy Smasher gets to Spring Valley Junction and phones Corby. He has a fight with Walker by the grindshed, and in the fight, the thug falls into the machinery and is killed.

At Corby's house, we find the Admiral finishing up a broadcast for Drake, who is accompanied by Steve, who operates the TV camera. Just then, a phone call comes in. Corby tells Drake he'll have to wait outside for a few minutes as the call is confidential. Drake, suspecting some data important to the Mask, flicks on the TV camera secretly and gets back to the TV truck, operating the TV sending unit. He contacts the Mask at the Trans-Ocean office, telling him of the call, and that the Mask can cut in on his special wave-length and hear what Corby is saying.

The Mask does so and hears Corby finishing up his phone call and telling Eve of Spy Smasher's call. He's going to lead a raid on the brick plant. The Mask gets to a phone and calls the plant, warning Lawlor of Spy Smasher

heading back for the yard and the impending raid, ordering his man to get the gold to the ship transporting it out of the U.S. as quickly as possible. Crane is sent in his car to intercept Spy Smasher and dispose of him by fair means or foul, preferable the latter.

Meanwhile, other henchmen start hunting for Jack, and soon a running gun battle ensues, with Jack dodging through the plant. Spy Smasher, in the meantime, is scorching along the road on his motorcycle when Crane, driving towards him spots him and tries to run him off the road. Spy Smasher manages to escape and soon is being pursued by the quisling. Crane starts shooting at our hero who fires back, then heads his motorcycle off the road into a huge field. Crane follows, but the terrain is too much for him, giving Spy Smasher the lead. He makes it to the brick plant, leaping off his motorcycle as he heads it straight for two thugs about to fire at him, scattering them. Joining Jack, he tells him of Corby's impending arrival. While Jack fires from behind a wall, Spy Smasher starts to try and get to the truck to stop the gold from being taken out of the yard. He jumps onto a tram car and makes down the yard tracks to a point where he transfers into an ore car, behind a wall of bricks, which provides excellent shelter. One thug is wounded, while

another gets an idea. Grabbing a pole, he rams it into the wall of bricks by the ore car.

The bricks come crashing down on Spy Smasher as he is reloading his gun, knocking him out and releasing the ore car which goes rumbling down the tracks toward the open doors of a huge brick furnace, which is filled with flame that could cook a man alive. The gun battle rages on as Corby's squad car races into the yard. But Spy Smasher lies unconscious in the bottom of the ore car which races straight into the brick furnace, dooming Spy Smasher to be literally cremated alive!

#11: HERO'S DEATH

As the ore car rolls toward the furnace, Spy Smasher comes to and spots a release on the floor by him. The release unlocks one of the side panels like a door and our hero rolls out of the car moments before it rolls into the furnace an destruction. Admiral Corby's men have piled out of their car as Lawlor and one of his men start driving away the truck with the gold, Lawlor on the running board. He's hit by one of Corby's men and falls to the ground, dead.

Within a short time, the gang at the brick yard is rounded up and the gold truck blocked off. Jack joins Corby, while Spy Smasher, watching from near the furnace, sneaks off to head back to the Armstrong apartment.

The following day, Corby is being interviewed by Drake for the Trans-Ocean TV group, telling of the recovery of the gold, and asking all citizens to be on the lookout for anything or anyone unusual since the leader of the sabotage ring is still at large. As Drake signals the end of the broadcast, an associate of Corby's enters the room, holding a code book. As Drake supposedly works on dismantling the TV camera, he is listening intently to what is being said; Corby plans to have Thompson, the man with the book, which was found on one of the spies captured in the brick yard raid, send the code book to Washington to one Frank Berry, who will be able to crack it. The Admiral plans to have Jack take the nine-forty-five plane to Washington. Eve calls him and tells him the news, Jack planning to pick the book up at the Corby home so he and Eve can have a little time together before he leaves.

Drake contacts the Mask in the TV truck informing him what happened. The Mask informs him that the book must not reach Washington. He (the Mask) is leaving to board the



submarine as soon as he signs off. The plans are laid not only to get the book but maybe even to get Spy Smasher.

That night, as Eve is working on some typing in the study, a hand slips in through the doorway and turns off the lights. The owner of the hand, Drake, sneaks in after it, ordering Eve to give him the book. But Eve, even through the darkness, recognizes Drake's voice and tells him so, all the while pressing down certain typewriter keys with her left hand. She suddenly makes a break for it, but Drake stops her and takes her with him.

When Jack drives into the Corby driveway, he passes the Trans-Ocean TV truck leaving. Thinking nothing of it, due to Drake's frequent visits to the house on his newscasting duties, enters the darkened studies. Finding Eve gone, he spots the pressed keys. The letters, a bit mixed up, spell DRAKE when unscrambled. Jack realizes what has happened and phones Smasher, telling him that he's going over to the Trans-Ocean office to have a talk with Drake, despite Spy Smasher's attempt to stop him over the phone.

At the Trans-Ocean hideout, Drake, Crane, and Steve are sitting around when Jack bursts in. Drake feigning ignorance of Jack's mission, starts to send his cohorts out, but Jack demands to know what Drake has done with Eve. The fight is on as Jack starts for his gun. He puts up a good fight, but is knocked out by Crane, using a bronze ornament. As Crane prepares to brain Jack with it,

Spy Smasher appears. In the ensuing fight Drake presses a hidden button that opens an escape panel and the three subversives escape through it. All Spy Smasher can do is wait, with Jack as nervous as a caged panther.

That night, at a warehouse somewhere in the city, Drake has left Eve in a room with a telephone, after contacting the Mask on the submarine, informing him that the Trans-Ocean office is useless as a front. The Mask has ordered him to use the girl to get Spy Smasher, then report to him at the submarine.

Eve, seeing the phone, starts to call Jack. But Drake wanted this and as she says she's a prisoner, to the man she thinks is Jack, but is actually Spy Smasher, Drake cuts in by a special control, sending Steve into the other room to guard Eve. He offers 'Jack' a trade--Spy Smasher for Eve Corby. Spy Smasher agrees, and Drake gives him the address. As soon as Spy Smasher hangs up, Jack comes in, determined to go and get Eve. Alan restrains him saying they want Spy Smasher and they'll have him, but not in the way they expect. He leaves the frantic Jack.

A short time later that evening, a thug, guarding the alley by the warehouse, is put out of circulation by Spy Smasher who starts sneaking up the fire escape until he comes to the window leading into the room where Eve is being guarded by Steve. Eve sees him and then, to distract Steve, makes a dash for the door, Steve going after

her. Spy Smasher enters and the two men slug it out, Eve locking the door so Drake and Crane, who hear the fight, can't break in. At Spy Smasher's order she starts climbing down the fire escape to the street.

Spy Smasher knocks out Steve, but Drake and Crane are breaking in the door from the office. Using a fire extinguisher, Spy Smasher batters through the other door and makes for the roof, the unholy trio after him.

On the roof, shrouded by the gloom of the night, illuminated only by light coming up from a glass skylight, Spy Smasher is soon shooting at Drake and his men, and vice versa. As he makes a break for the ladder leading to the street, one of the enemy bullets hits him. He staggers to the edge of the roof, bracing himself, and keeps firing at the enemy as Eve, down in the street, watches in horror.

More shots hit our hero and he finally tumbles over the edge of the roof to plunge God only knows how many stories to the streets below, as Eve screams in horror, killed by the enemies of his country!

#12: V ...—

As Spy Smasher is effecting the rescue of Eve from Drake's men, back at the Armstrong apartment, we see a figure huddled on the floor, regaining consciousness. It's Spy Smasher. Rushing to the phone, he calls Adm. Corby, telling him of Eve's kidnapping,



the location, and that Jacked him out, took one of his outfits and went to keep Spy Smasher's appointment.

We switch back to the roof-top gun battle as Jack is hit by the bullets of Drake, Crane and Steve. On the street below, in the alley, Eve is watching the roof, while at the front of the building, Spy Smasher, on his motorcycle, comes roaring up, going to a scare skid and using his motorcycle as a barricade from which he start firing at Drake's guards, disposing of them. At this point, Jack is finally forced off the roof and plunges into the street. Spy Smasher, meanwhile has rushed into the building and gotten to the roof to get the drop on the dumbfounded evil trio. Steve tries to shoot him, and is killed, as is Crane. Drake is taken alive by the vengeful Spy Smasher. And down in the street, Eve tenderly holds the body of Jack, sobbing "Why didn't you tell me you were Spy Smasher?" Jack, in his last moments murmurs, "I'm not Spy Smasher. My brother Alan is." And he passes on, a brave man who gave his life for the woman and the country he loved.

At Corby's home, we find Spy Smasher, still in gloom from his brother's death, talking with Admiral Corby. Corby had realized the truth about Jack and Alan, and admits he is still astonished by the almost perfect resemblance between the two brothers. However, he's also chagrined by the fact that Drake took advantage of his guise as a TV newsman to gain valuable information for the Mask, fooling Corby. The two men now start to formulate a plan that will enable them to possibly capture the Mask and smash the Nazi espionage ring.

The next day, at the city jail (Van Nuys city hall utilized), we find Drake has a visitor; a distinguished looking man who represents himself as the prisoner's lawyer. When the guard opens the cell to let the lawyer talk with his client, the attorney whips out a gun, and helps Drake to escape, saying a car is waiting at the back of the jail. Drake gets to the car and waits as the lawyer runs to join him. But the man is cut down by shots from the jailer, and Drake drives off. But, a few moments after Drake has vanished from sight, the 'dead man' rises to his feet, chuckling, the cop saying he should have been an actor. The bogus attorney says what happens next is all up to Spy Smasher.

Drake arrives at an old, abandoned showboat, and makes his way to a cabin. Meanwhile, at his submarine, submerged in our waters, the Mask is impatiently waiting for contact with his best agent. If Drake is unable to contact them soon, the Mask will have to

complete his next plan of sabotage without the man; the destruction of the city's munition wharfs containing several huge tanks of aviation gasoline! Capt. Gerhardt, the sub's commander, is delighted; the sabotage will be a great blow for the Fatherland and an act of terrorism against the U.S. Drake, in the meantime, has gotten to a cabin on the boat and activated one of the TV units, contacting the Mask. But outside, emerging from the trunk of Drake's car, Spy Smasher appears. The costumed spy fighter sneaks aboard the showboat and enters Drake's cabin.

At that moment, the Mask is denying that he sent the lawyer and is telling Drake his plan to blow up the munition dump and pick up his agent on the way back. Suddenly he sees Spy Smasher on the TV screen and warns Drake. The Mask then yells orders for Captain Gerhardt to get the sub underway.

Spy Smasher and Drake close in combat, a wild, room-wrecking brawl, that carries them out to the rail of the showboat. The Mask's sub, meanwhile, is making its way through the mine field surrounding the ammunition dump, via checking through the sub's periscope.

Drake has managed to get away from Spy Smasher, but is then knocked into the water; the quisling swims to a motorboat moored at an adjacent pier and zooms off. Spy Smasher, determined not to let the spy escape, leaps from the showboat into the water, seizes the mooring line and within moments is being towed through the water, pulling himself bit by bit onto Drake's boat. Drake, looking back, to gloat at his escape, is jolted to see Spy Smasher pulling himself aboard the speed boat, and the vicious battle between the two enemies begins anew.

Meanwhile, the Mask has started his campaign, firing torpedoes at the pier. Within moments, the pier and the tanks of fuel and ammo are a flaming holocaust, blazing oil flooding over the ocean waters of the bay. The Mask and Gerhardt are congratulating each other on their successful mission, checking through the periscope to gleefully survey the havoc they have wrought.

In Drake's speedboat, Spy Smasher has managed to knock out Drake and steers the boat towards the munitions pier, determined to thwart the Mask. He arrives as the holocaust of flaming oil and exploding munitions is running wild. Suddenly, he spots the submarine's periscope and heads for it, ramming it with his speedboat, wrecking it. Gerhardt, the Mask, and the sub crew are shaken by the collision, Gerhardt realizing what has happened when sea water starts to trickle in through the open periscope. He has the scope lowered, stopping the

water, and the enormity of what faces them hits the Mask and the Captain at the same time; they will have to submerge and navigate the mine field blind! Gerhardt decides to see where they are and get his bearings, but when he opens the top hatch, the flaming oil has rolled around the sub, and he is driven back by a jet of flame. The hatch is closed, and the sub is forced to submerge or be destroyed by the fire of its own making. However, in doing so, the sub, blind, hits one of the underseas defense mines and is blown up, destroying the Mask, ending one of the Nazi's greatest threats to our defenses.

Drake, meanwhile, has come to again, and he and Spy Smasher slug it out in the speedboat. Spy Smasher knocks the subversive out once again and then dives from the boat into the water and escapes, moments before the flaming waters surround and consume the speedboat and the quisling Drake. The Mask's spy ring is now ended.

At Admiral Corby's home, a few days later, Eve Corby watches proudly as her father pins a decoration awarded to Spy Smasher, nee Alan Armstrong, for his work as Spy Smasher in smashing the spy ring.

As Corby finishes congratulating Alan, our hero says: "I wish Jack were seeing this. He'd be very proud." "I'm sure he is," Eve says. "I hope so," Alan replies. "We both loved him very much."

And so, we fade out on this tableau, ending Spy Smasher's war with the Mask, striking a blow for the cause of Democracy against the Axis during World War II.

THE END

**NEXT
ISSUE**

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VIDEO RANGER LARRY STEWART**



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CAST

KANE RICHMOND	SPY SMASHER(ALAN ARMSTRONG)
KANE RICHMOND	JACK ARMSTRONG
SAM FLINT	ADMIRAL CORBY
MARGUERITE CHAPMAN	EVE CORBY
HANS SCHUMM	THE MASK
TRISTRAM COFFIN	DRAKE
FRANCO CORSARO	PIERRE DURAND
HANS VON MORHARDT	CAPT. GERHARDT
PAUL BRYAR	LAWLOR
TOM LONDON	CRANE
GEORGES RENEVANT	GOV. LECONTE(#2)
ROBERT O. DAVIS	COL. VON KOHR(Ep.1)
HENRY ZYNDA	RITTER LAZAR
RICHARD BOND	HAYES
CRANE WHITLEY	DR. HAUSER(Ep.4)
JOHN JAMES	STEVE
FENTON TAYLOR	STORM TROOPER
FRANK ALTEN	STORM TROOPER
DUDLEY DICKERSON	TRAIN PORTER(#1)
GIL PERKINS	SUB VALVE SAILOR
JOHN PETERS	SUB QUARTERMASTER
BOB STEVENSON	TORPEDO CHIEF
CHARLES REGAN	CAFE MANAGER(#1)
PAT MORAN	CAFE WAITER(1)
ROBERT WILKE	OPERATIVE
MARTIN FAUST	BLACKSMITH(#2)
LEONARD ST. LEO	LIEUTENANT
CY SLOCUM	PRIVATE
MARTIN GARRALAGA	CAPTAIN
BUDDY ROOSEVELT	COMMANDANT
CARLETON YOUNG	TAYLOR(3), POWER CLERK
RAY PARSONS	LIVINGSTON
BUD WOLFE	CRAIG
JIMMY FAWCETT	LEWIS
LOWDEN ADAMS	HEADWAITER
JERRY JEROME	BURNS
JACK ARNOLD	CAMERA CLERK
MAX WALZMAN	AUTO CLERK
BERT LeBARON	GARAGE ATTENDANT
BILL WILKUS	PIPE WORKS HEAVY 1
LOREN REIBE	PIPE WORKS HEAVY 2
KENNETH TERRELL	JERRY(Ep.7)
BERNARD FEIN	SLOAN
HUGH PROSSER	SQUADRON LEADER(4)
DUKE GREEN	LUMBER YARD HEAVY
GEORGE J. LEWIS	STUART
CAREY LOFTIN	LAUNCH HEAVY
YAKIMA CANUTT	ARMORED CAR DRIVER(10)
JOHN BUCKLEY	WALKER
ARVON DALE	THORNTON
TOM STEELE	BRICKYARD HEAVY 1
JOHN DAHEIM	BRICKYARD HEAVY 2
DAVE SHARPE	WAREHOUSE SNIPER*
WILLIAM FORREST	GERALD DOUGLAS(12)
GEORGE SHERWOOD	JAILOR(12)
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KING OF THE MOUNTIES

BY CHARLES McCLEARY

A REPUBLIC SERIAL IN 12 CHAPTERS

Chapter One: Phantom Invaders

Under the supervision of Admiral Yamata, Count Baroni and Marshal Von Horst, chiefs of the Axis' Fifth Column in the country, Canada is being bombed by a mysterious enemy plane called "The Falcon". No one can identify the plane until Professor Brent, an American inventor, and his daughter Carol arrive with a new type of plane detector. The enemy agents, realizing the detector is a threat to their work, have Brent kidnapped by Gilbert Harper, their local "Quisling". Sergeant King and Corporal Ross of the Royal Canadian Mounted Police Air Patrol trail Harper's men to a river boat. While King is fighting on the boat, an enemy plane drives down to bomb him, but Ross kills the pilot with a burst of a machine gun fire. The uncontrolled plane plunges into the boat with a tremendous explosion.

Chapter Two: Road to Death

Professor Brent and Harper's henchmen are killed in the explosion but King escapes. Carol Brent, determined to carry on her father's work, goes to the Mounted Police post to set up the plane detector. Enemy agents intercept her and get what they think is the detector apparatus, only to learn later that they have been decoyed while Carol rides toward the post with the real detector. They report to the ring's headquarters, and the Falcon plane is sent out to again intercept Carol. King, who has been concealed in the "decoy" packing case, overhears the enemy agents discussing this plan and goes to Carol's aid. He rides up just as her car is attacked by two Japanese from the Falcon plane. Going out of control, the car smashes into a gasoline truck and explodes.

Chapter Three: Human Target

King rescues Carol before the car explodes and in saving the



detector, kills the two Japanese from the Falcon plane. In the meantime, the Mounted Police have captured Lewis, one of the ring's operatives. In order to keep Lewis from talking, another operative, Blake, attempts to have him killed. The plot fails and King trails Blake and a henchman, Stark, to Lost Valley. After a desperate fight with King, the two men manage to get away. King chases after them and shoots a hole in the gas tank of Blake's car. The car stalls and Blake, realizing that he will soon be overtaken, starts a forest fire. King escapes to a cliff, where he is immediately attacked by Stark. During the gun battle, he loses his footing and is captured over the cliff.

Chapter Four: Railroad Saboteurs

King's life is saved when he

falls into a pool of water below the cliff. He starts out after Blake and Stark once more, finally finding them at the Varneyville railroad station. After a fight with King, the two men escape, Stark disguising himself as a guard and boarding a special munitions train. King learns of a plot to blast the train while it is crossing the Royal Gorge Bridge. He flies ahead in his plane, parachutes to the ground, then boards the train. He forces his way into the car carrying the explosives, and attacks Stark. During the fight, a magnetic mine case is accidentally ignited. King is knocked unconscious and Stark leaves the train a split second before the munitions car is splintered by a tremendous explosion.

"KING OF THE MOUNTIES" TO BE CONTINUED NEXT ISSUE

SERIAL MAILBAG

Dear Editor:

I've just finished reading SW No. 12 and really enjoyed your detailed synopsis on "Radio Patrol", having seen this rare chapterplay last year. I've been wondering why I couldn't find any other credits on actress Catherine Hughes. Some research revealed that she was better known as Kay Hughes, star of B-westerns and such other serials as the original "Dick Tracy" and "The Vigilantes Are Coming". Adrian (Michael) Morris was the brother of Chester (Boston Blackie) Morris. Wellington, the killer, was not identified in Jim Stringham's credits, but was played by serial familiar C. Montague Shaw.

Yours truly,

Ron Vivian

Dear Editor:

I happened to catch the Serial program on TV last Saturday night, broadcast from the car dealership. You were given credit for the "trivia" questions, which were quite simple. I wish I had been there.

Please send me a sample copy of your magazine, and details on subscribing. I have been a serial and western movie buff for many years. It is one of the reasons I got into the theatre business seven years ago.

It might interest you to know that we have actually played two of the greatest of the serials, right here in Arcadia, in the past year or so...CAPTAIN MARVEL and DICK TRACY. I've enclosed some of the advertising.

Let me hear from you soon.

Sincerely,

Don "Red" Le Gros
Vogue Theatre
210 East Main Street
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"DID YOU KNOW THAT"

BY LAWRENCE ADAMS

1. Remember the B-western series, The Texas Rangers, produced by PRC in the early forties. The original trio was composed of Dave O'Brien, James Newill, and Guy Wilkerson. Jim Newill was later replaced with Tex Ritter. Guy Wilkerson also played the sidekick of Dave O'Brien in the 1942 Columbia serial, "Captain Midnight". O'Brien was Captain Midnight; Wilkerson was Ichabod Mudd.

Did you know that Guy Wilkerson played "the hangman" in Paramount's "True Grit" (1969) which starred Marion Michael Morrison? (At the time of this writing the author has learned that John Wayne is recuperating nicely from heart surgery -- I join with other film collectors throughout the world in hoping and praying that by the time this article is in print, Mr. Wayne will be back in the saddle.)

2. James Pierce starred as the screen's last silent Apeman in "Tarzan and the Golden Lion" produced by FBO in 1927. (In 1927 the president of Film Booking Offices was Joseph P. Kennedy, father of John F. Kennedy.) In August, 1928, Jim Pierce married Joan Burroughs, daughter of Edgar Rice Burroughs. His wife passed away in 1972. Now living in Apple Valley, California, Pierce is working on his autobiography.

In 1930 Jim Pierce was featured in the Universal serial "The Lightning Express"; he played a henchman. His most famous serial role was that of King Thun, leader of the Lion Men and enemy of Emperor Ming ("Flash Gordon" - Universal, 1936). In "Zorro's Fighting Legion" (Republic, 1939) he was cast as Moreno.

Did you know that James Pierce was once a coach of Glendale High School in the early twenties? Athletes coached by Pierce at Glendale High included Bob Bradbury (Bob Steele), Marion Morrison (John Wayne), Robert Livingston, and Addison "Jack" Randall (Robert Livingston's brother).

Good luck on your autobiography Big Jim Pierce.

3. Warren Hull starred in four popular serials. In 1938 he was the Spider ("The Spider's Web" - Columbia). In 1939 he was Mandrake ("Mandrake the Magician" - Columbia). In 1940 he was the Green Hornet ("The Green Hornet Strikes Again" - Universal). In 1941 he again became the Spider ("The Spider Returns" - Columbia).

Warren Hull also appeared in films from several movie series. You might remember seeing him with the Lone Wolf, or Dr. Christian, or perhaps Renfrew of the Royal Mounted.

Did you know that Warren Hull was the emcee of the popular "hard-luck story", television giveaway show, "Strike It Rich"? "Strike It Rich" was aired on CBS from may 1951 to January 1958. The substitute host for the show was named Monty Hall. The commercial spokeswoman was Virginia Graham.

This Issue's Take A Guess

So, you think you know all of the serials by heart. Try this one...Our mystery serial produced in the thirties was directed by Robert Hill. Five of the chapterplay's twelve episodes were "Lost in the Clouds", "The Hand of Death", "The Death Vine", "Death Rides the Waves", and "Fangs in the Dark".

Starring in this often ignored serial was a petite young actress, 18 years of age, who had been a leading lady for 12 years. Once she co-starred opposite John Wayne. In 1973 she died of cancer.

Also starring in our mystery serial was a veteran of several serials including one of the first talking serials and another chapterplay destined to become an infamous forerunner of Star Wars. Featured in many silents, this handsome actor passed away in 1964 at the age of 63.

Still scratching your head? Perhaps this will help. A third major star of our 1935 serial was "Rad", the Pagan God.

Sorry, no more clues on this one. The answer to this issue's Take A Guess will appear in the next edition of Serial World.

Answer to the Last Issue's Take A Guess

In 1933 Buster Crabbe was cast as Bill Hayden in the Paramount feature, "To the Last Man." Shirley Temple was cast as Mary Standing. Mary Standing's parents were Neil Standing (Barton MacLane) and Ann Hayden Standing (Gail Patrick). Her uncles were Bill Hayden and Lynn Hayden (Randolph Scott).

P.S. I have always wanted to attend one of the Western or Serial buff conventions, but they are always so far away. Do they ever have any get-togethers closer than California, Georgia, Texas, etc? -- If you have any information on any that are upcoming, please let me know.

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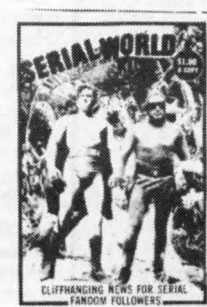
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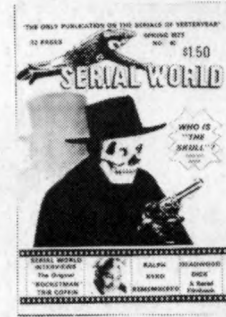
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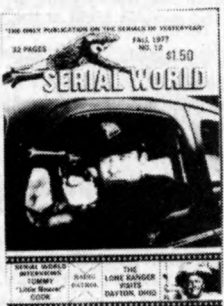
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